AMENDMENTS TO THE CLAIMS

Please cancel claims 1-27.
Please add the following new claims:

28. (new) A portable media player comprising:

a processor that executes commands;

a random-access-memory component that stores compressed data in more than two different random-access-memory buffer areas, each random-access-memory buffer lockable and unlockable by the processor;

a codec component, controlled by the processor, that reads compressed data from a locked random-access-memory buffer, the locked random-access-memory buffer selected from among the more than two different random-access-memory buffer areas and locked by the processor to prevent writing of the locked random-access-memory buffer by another component, and that generates a decompressed signal from the read compressed data that is rendered by a data-rendering component;

a non-volatile, mass-storage component that stores compressed data and that writes compressed data, under control of the processor, to unlocked random-access-memory buffers; and

a battery power supply to provide electrical power to the processor, random-access memory component, codec component, data-rendering component, and non-volatile, mass-storage component.

29. (new) The portable media player of claim 28 wherein the processor continuously monitors progress of the codec component in decompressing data in order to:

power up the non-volatile, mass-storage component;

direct the non-volatile, mass-storage component to write additional compressed data to multiple random-access-memory buffers and redirect the codec component to read the additional compressed data from the multiple random-access-memory buffers so that the codec component can continue to generate a decompressed signal without interruption; and

power-down the non-volatile, mass-storage component.

30. (new) The portable media player of claim 29 wherein the processor, following reception of a fast-forward command that redirects rendering, by the data-rendering component, of compressed data starting at a desired location within a compressed-data sequence not currently stored within the more than two different random-access-memory buffer areas, directs the non-volatile, mass-storage component to write compressed data, starting at a location prior to the desired location in the compressed-data stream and ending at a location following the desired location in the compressed-data stream, to multiple random-access-memory buffers.

31. The portable media player of claim 29 wherein the processor, following reception of a rewind command that redirects rendering, by the data-rendering component, of compressed data starting at a desired location within a compressed-data sequence not currently stored within the more than two different random-access-memory buffer areas, directs the non-volatile, mass-storage component to write compressed data, starting at a location prior to the desired location in the compressed-data stream and ending at a location following the desired location in the compressed-data stream, to multiple random-access-memory buffers.

32. The portable media player of claim 29 wherein the processor, following reception of a rewind command that redirects rendering, by the data-rendering component, of compressed data starting at a desired location within a compressed-data sequence not currently stored within the more than two different random-access-memory buffer areas, directs the non-volatile, mass-storage component to write compressed data, starting at a location prior to the desired location in the compressed-data stream and ending at a location at which subsequent compressed-data of the compressed-data sequence is already stored in the more than two different random-access-memory buffer areas, to multiple random-access-memory buffers.

33. The portable media player of claim 29 wherein the processor, following reception of a fast-forward command, predicts portions of a compressed-data sequence that are likely to be accessed by additional fast-forward commands and directs the non-volatile, mass-storage component to write predicted portions of the compressed data to multiple random-access-memory buffers.

34. The portable media player of claim 29 wherein the processor minimizes the number of times that the processor powers up the non-volatile, mass-storage component.

35. The portable media player of claim 29 wherein the processor minimizes the duration of time during which the non-volatile, mass-storage component is powered up.

36. The portable media player of claim 29 wherein the processor locks only a single random-access-memory buffer at any point in time.

37. The portable media player of claim 29 wherein
the compressed data is a compressed audio signal; and
the decompressed signal is a decompressed audio signal.